

Official **Advanced Dungeons & Dragons**®

GREYHAWK® ADVENTURES

James M. Ward



A compendium of GREYHAWK® campaign ideas for the AD&D® role playing system.

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Dedication

I would like to dedicate this work to those uncounted numbers of people who have liked my material and were kind enough to tell me so. Thank you, very much.

JMW

Introduction

Warning: This book is designed for experienced campaigners!

I preface my introduction with the above statement because I want you to realize that this isn't a role-playing aid for newcomers. When the AD&D® game was first published, the GREYHAWK® campaign system had been up and running for several years. Since then, I hope I have helped, in my own small way, to make that campaign and the AD&D game system grow a little larger and run a little better. Now, others have taken up the gauntlet and quite probably hundreds of thousands of player characters have walked down the dirt roads of the City of Greyhawk and roamed the lands of Oerth. This book was created out of the demand by those GREYHAWK game lovers for more information.

The oldest, running fantasy campaign has a very vocal following. Each section of this book came out of a direct request for more information about a particular aspect of Oerth and Greyhawk. If you're new to Greyhawk, you may find parts of this book confusing—you're sure to find it intriguing. (To bring yourself up to speed, check out TSR's previously published GREYHAWK material.) If you're already a GREYHAWK game player, this book will present you with fun and adventure like you've never seen before.

Still, as I sit here writing this introduction, I know that I am doomed in my effort to please everyone. I feel I'm about to enter into a love/hate relationship with thousands of GREYHAWK game fans. I truly believe there are sections in this book that everyone will read and love, but the other side of the coin is also true—I plan on being asked (for the rest of my life!) "Why didn't you put in a section on government?" or "Why didn't you put in a longer section on spells?" The answers to these questions and the thousands of others that will be asked are long and only vaguely interesting. I worked hard to put together a cross section of what everyone said they wanted. I hope I hit the mark most of the time.

Let me give you a quick rundown of the material in this book:

Deities: The main gods and goddesses who influence PCs and NPCs are listed. The concept of these beings coming down in "Avatar" form is presented for the first time. More information on role-playing clerics has been added for people who like their role-playing with more meat in it.

Monsters: Creatures unique to the world of Oerth, from the steaming jungles to the dry deserts have been created. These monsters can also fit into any fantasy campaign or adventure.

Heroes: Powerful and important non-player characters were requested by almost everyone. These characters, good and bad, are listed with their strong and weak points in an effort to provide new springboards for PC adventures.

Spells: The lists in this book describe the spells of the greatest spellcasters in the GREYHAWK campaign. Now, player characters can cast the spells of Drawmij, Rary, and others. There is a certain satisfaction in knowing just which wizard gave your character the useful spell that saved your party's bacon when times were hard. Now you know.

Magic Items: A book on GREYHAWK Adventures wouldn't be complete without mention of the magical items unique to Oerth. In addition to the usual enchanted objects (rings, wands, and so on), I wanted to include magical items like coins, caps, eyepatches, lockets, and turbans, all with their own useful magic.

Geography: The interesting sights of Oerth have long been ignored. This section deals with some of the more famous geographical features, all sites of adventures past and future. These geographical features provide endless exciting possibilities.

Adventures: To our surprise, hundreds of letters claimed that no GREYHAWK book would be complete without adventures, so, of course, we've included some here. This concept is a totally new one for TSR and one that is on the testing block. If you like adventures in your hardbounds, the idea stays; if you don't, the idea goes, never to be seen again.

Zero-Level Characters: Many people wondered what characters were like before they became first level. Now, a special appendix in this book gives you the chance to role-play characters who aren't quite ready for first level.

I would like to make note of the sound developmental work of the designers and editors who helped me put all the puzzling pieces of this book together. This, more than any other recent TSR project, was a group effort. Only a few of the people who participated could be mentioned in the credits. I want to go on record as being very appreciative of everyone's efforts.

As a final note, this book more than any other AD&D game book, was created by you, the players. Your letters, questions, and comments determined the contents of the volume you hold in your hands. It is my hope that you got what you wanted.

James M. Ward

July 4, 1988

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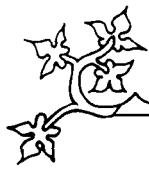
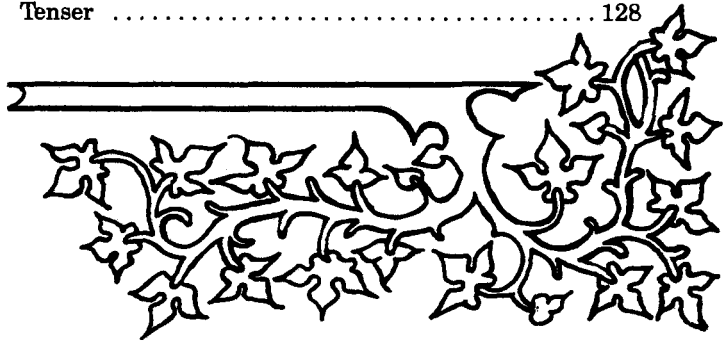


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Sample file



Deities and Clerics of Greyhawk

The gods often visit the Prime Material Plane in avatar form to aid their worshippers or just to enjoy themselves. In one way or another, they influence the actions of all creatures on the Plane. This chapter provides a detailed look at the most influential deities. It describes their avatars, their clerics, and the special powers the deities use (and grant to their clerics) in the Prime Material Plane.

For some unknown reason, the city of Greyhawk gets an unusual amount of attention from these deities—at least one of these beings usually has an avatar in the city. Many ballads tell of awe-inspiring confrontations between avatars of opposing alignments on the city's crowded streets. Needless to say those streets needed considerable repair when the battle was done.

Terms Used In This Book

Each deity's particulars are presented in three parts: a section on the deity itself, a section on the avatar most commonly used by the deity, and a section describing the deity's clerics. The spells listed with the deity are always available to the clerics of his or her order. The special, spell-like powers are available to the head cleric of any temple of that deity. These powers are granted to the cleric during times of special need.

The Deity

The deity's name is given first, followed by its status (Greater Deity, Lesser Deity, or Demigod). A deity's status reflects its power in relation to other deities. Status also helps to determine how powerful a deity's avatars are, how many avatars there are, and what special abilities the deity has when its avatars are at full power. Note that *only* the powers of the deities' avatars are given here.

Abbreviations

- AL:** Alignment. Indicates the deity's behavior (see *PHB* and *DMG* for notes on the various alignments). A listing in parentheses after alignment indicates a deity's tendency to stray from the primary alignment.
- WAL:** Worshippers' Alignment. The alignment of the deity's non-clerical worshippers.
- SoC:** Spheres of Control. The ideas, events, or subjects the deity controls or is interested in, and what the deity is worshipped for.
- SY:** Symbol. The sign by which the deity is known. Clerics must have a copy of their deity's symbol in order to cast spells.
- CR:** Color. The color most commonly associated with the deity. A deity's avatars and clerics often dress in this color. Visible effects of spells cast by clerics of this deity will always be in hues of this color.
- PN:** Plane. The plane where the deity maintains its primary residence.

Avatars

An avatar is a physical manifestation of a god created

when a deity infuses part of its life force into a physical form. Greater deities have been known to use as many as three avatars at the same time. Lesser deities have never been known to use more than one. Demigods cannot use avatars. Deities usually create equipment to go along with the form. Only the most common avatar for each deity is listed here, but avatars of considerably greater power are known to exist.

Some deities keep several avatars on their home planes, in case one is destroyed. (Destroying an avatar does not harm a deity in any way, however.) When an avatar is destroyed, its equipment is usually destroyed along with it, but the deity might choose to leave it behind if doing so would serve its purposes.

Deities send avatars to the Prime Material Plane in order to influence, help, or instruct their worshippers. Many of the greatest heroes of any race of people or intelligent creatures were avatars sent to help that race. Each avatar will take great pains not to reveal that they are part deity. If an avatar dies, the body will vanish after several days. This body cannot be revived by magical means. Avatars usually appear in desolate areas and move towards the people they would protect.

Abbreviations

The following abbreviations are used throughout this book to describe characters of all sorts. Information applying *only* to avatars is listed in italics.

- HD:** Hit Dice. The number of hit dice the avatar has.
- THAC0:** Acronym for "To Hit Armor Class 0". The score needed on a twenty-sided die to hit an opponent that has an armor class of 0. The score needed to hit targets with other armor classes is easily calculated from this number. Note that the THAC0 does not take into account "to hit" adjustments from strength or magic.
- SpA:** Spell Ability. The class and level at which the character casts spells (MU = magic-user; CL = Cleric). *Note that the deity's unique spell-like abilities are cast at a higher level which reflects the deity's true power.*
- MV:** Movement. This is how fast a creature moves:
/#" = flying speed
//#" = swimming speed
(#" = burrowing speed
*#" = speed in web
- AC:** Armor Class. This is the character's frontal armor class, taking into account its dexterity, magical protections, and innate toughness. The armor class could be worse if the character is attacked from the flank or from behind.
- hp:** The character's hit points. *This is number of hit points the deity "loans" the avatar (usually about one third of its total hit points).*
- #AT:** Number of Attacks. The number of attacks the character can make in a single round.
- Dmg:** Damage. The damage inflicted by a single attack.
- MR:** Magic Resistance. The chance of a spell failing when used against the character, *usually about half the deity's true magic resistance.*



SZ: Size. The size of an avatar is always slightly larger than the normal size of a member of the race the avatar is sent to help.

Str: Strength
Int: Intelligence
Wis: Wisdom
Dex: Dexterity
Con: Constitution
Cha: Charisma

Clerics

Each of Greyhawk's deities demands worship of a different sort, and attracts a different sort of cleric. The unique qualities, specialties, and characteristics of Oerth's diverse clerics are described in detail, but you'll need to know the meaning of several abbreviations.

Cleric Abbreviations

AL: Alignment. The alignment required for a character to become a cleric of this deity. This is always more restricted than a worshiper's alignment.

RA: Raiment. What the cleric wears when performing formal rituals to the deity and the cleric's preferred garb at other times.

AEx: Additional Experience Cost. The penalty, in experience points, the cleric must pay when advancing in levels. This is offset by unique special abilities the deity grants to its clerics.

WPN: Weapons. The types of weapons the cleric may use. Weapons marked with an asterisk are strongly associated with the deity and the cleric must be proficient with them at 1st level.

Numerous deities insist that their clerics learn about, and become proficient in the use of edged-weapons. These deities have their own reasons for breaking the commonly enforced rule of clerics not using edged weapons.

SPH: Spheres. The kinds of spells the deity makes available to its clerics. This is intended for use with an optional rule in the second edition AD&D® game, and can be ignored if the DM wishes.

SPL: Specials. Special abilities the deity grants its clerics, usually spells or spell-like powers. Special abilities accrue to the cleric automatically each day.

ADD: Additional Spells. Spells that fall outside the deity's spheres, but are available to the cleric.

Boccob (Greater Deity)

AL Neutral; WAL Any; SoC Magic, Arcane Knowledge;
 SY Eye in a star; CR Purple; PN Concordant Opposition

Boccob, The Uncaring, patron of neutrality, foreknowledge, and foresight, is the Archmage of the Deities. He has few followers, but this does not appear to concern him in the least. Throughout the Flanaess seers and diviners entreat him for omens, sages revere him, and those seeking to create new magical items or spells often seek his aid. Services to Boccob, when held at all, include complex rituals, incense, recitals of alchemical formulas, and readings from special works honoring knowledge.

Boccob's Avatar

HD 14; THAC0 13; SpA MU 18; MV 18"; AC -2; hp 62;
 #AT 1; Dmg 1d6 + 1 to 4 (strength bonus + variable magical bonus); MR 50%; SZ M; Str 16, Int 20, Wis 18,
 Dex 18, Con, 16, Cha 18

Boccob rarely leaves his own hall. When he does go forth, he appears as a handsome man of indeterminate age clad in flowing purple garments. His clothing is covered with shimmering golden runes which move and change. He is indifferent and reticent to those he meets, neither seeking nor avoiding confrontations, but he always seeks to gain knowledge.

His most common avatar is hit only by weapons of +3 or better enchantment. No matter what his form, he can draw power from either the Positive or Negative Material Planes. This allows him to strike fear in a 15 foot radius into undead or creatures from the Positive or Negative Material Planes, saving throw at -4.

The avatar has double normal vision into all spectrums and can regenerate 1d4 hit points per round. Boccob is immune to all spells involving the mind, including *feeblermind* and similar magics.

Once per day, Boccob can create a *disc of Concordant Opposition*. The *disc* is a 10-foot web of force that blasts into nothingness any creature with fewer than 10 levels or no dice, or less than 50% magic resistance (unless a save is made). Characters of more than the 10th level take 50 points of damage, no save allowed. Any creature with a magic-resistance greater than 50% is unaffected. Casting time is one segment. The *disc's* range is limited only by Boccob's line-of-sight.

Boccob generally carries his Staff of the Archmage. This combines the powers of a *staff of the magi* with a *wand of conjuration*. Though it can never contain more than 25 charges, it can absorb 24 spell levels per day. Boccob always wears at least five amulets and protective devices, including a *periapt of wound closure*, a *scarab of protection*, an *amulet of proof against detection and location*, a *periapt of health*, and a *stone of good luck*.

Boccob's Clerics

AL Neutral; RA Purple robe with gold trim; AEx: special; WPN flail, mace, staff*, dagger, knife, sling; SPH Astral, Charm, Combat, Divination, Elemental, Summoning, Healing (minor), Guardian (minor); SPL see below; ADD *disc of Concordant Opposition*, *dispel magic*

Priests of Boccob gain limited sage ability (see *DMG*) when they reach 8th level. The cleric has access to the major field of the Supernatural and Unusual, with one special category per 4 points of intelligence. The cleric can answer questions or conduct research only if he has access to a library. If a priest of Boccob builds a religious stronghold (see *PHB*), he may enchant one or more of Boccob's eyes in a star symbol to act as a scrying device.

Each scrying device costs 5,000 g.p. and takes 13 weeks to construct. The cleric can build one of these devices for every 3½ points of Intelligence he has. The devices function only within the stronghold, each acting as a *crystal ball*, but capable of *scrying* only the area in which it is



placed. The cleric may use them from any location on the Prime Material Plane. The chance for successful *scrying* is 100%. There is no limit to the number of times the cleric can scry through these devices, but the total scrying time allowed is three hours per day; the cleric may divide his time between the available devices as he sees fit.

When Boccob's clerics reach 10th level, they gain the ability to handle magical items normally usable only by magic-users. The items they can use include all *wands* (but not *rods* or *staves*, save those usable by clerics), *crystal balls*, *robes* (but not a *robe of the archmagi*). Once they reach 10th level, clerics pay an additional 5% experience point cost when gaining further levels.

Additional Spell

Disc of Concordant Opposition (Evocation)

Level: 6	Components: V, S, M
Range: 10 yards	Casting Time: 6 segs.
Duration: 1 attack	Saving Throw: Special
Area of Effect: 1 creature	

This spell is granted to clerics of Boccob when they become eligible for 6th level spells. It is a less powerful version of Boccob's own *disc of Concordant Opposition*. When it is cast, the cleric brings into being a *disc* which will blast most creatures into nothingness unless they are resistant to magic.

Creatures with less than 6 hit dice or 35% magic resistance are destroyed, if they fail their save. Creatures with 6 hit dice or more take 75 points of damage, if they fail their save. Creatures with 6 or more hit dice take 40 points of damage, saving to half damage. Any creature with a magic-resistance greater than 35% is unaffected.

The cleric must have Boccob's symbol—on his person in order to cast this spell. The material component is a small iron and electrum wheel with a rod rising from the center of one side. The *disc* is hurled at the target while the cleric completes a prayer to Boccob.

Celestian (Lesser Deity)

AL Neutral good; WAL Any good; SoC Stars, Space, Wanderers; SY Black circle with seven stars; CR Black; PN Astral

It is said that Celestian and Fharlanghn are brothers who followed similar but different paths. While Fharlanghn traveled the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane. Celestian, The Star Wanderer, has only a small following in the Flanaess, being revered by astronomers, astrologers, navigators, philosophers, dreamers, and others involved with the cosmos or the sky. Shrines to Celestian are located in the country, away from city lights, and are built on mountain peaks or hilltops with a clear view of the night sky. Services to Celestian are held outdoors under a starry sky.

Celestian's Avatar

HD 23; THAC0 5; SpA MU 13; MV 18"; AC -5; hp 104; #AT 2; Dmg by weapon +6; MR 45%; SZ M; Str 18 (00), Int 18, Wis 16, Dex 18, Con 18, Cha 17

Celestian appears as a tall, lean, middle-aged man in black garments. His symbol is an array of seven "stars" (diamond, amethyst, sapphire, emerald, topaz, jacinth, and ruby) blazing with the fires of distant suns. This symbol is always part of his attire, worn as an adornment or worked into the cloth. His smooth skin is ebony, and he has eyes to match. His movements are quick and silent. He speaks but seldom, and then only in a cold, unearthly whisper, which carries well despite its softness.

Once per round, he can use any magical spell involving movement or travel, at the 18th level. Celestian casts these spells in addition to any others he has memorized. Each casting takes one segment no matter what its normal casting time.

Celestian typically carries one or more of the following weapons: a magical *long bow* +3 with 20 +3 *arrows*; a *spear* +4, normally 5 feet long but extending to 10 feet whenever Celestian wills; a *short sword* +5; a *battle axe* +6 that he can hurl up to 40 feet; and a *dagger* +6 made of unbreakable metal.

Celestian also has the following powers, usable at will, once per day:

Aurora—When he uses this power, an immobile, seven foot high hollow cylinder of scintillating light surrounds Celestian or any creature he chooses within a 20-yard

